



The Mixed Medieval Arts

Name	The Unholy				Race	Undead		Loot	White Bone		Level	8	
Body	12	Arms	11	Legs	11	R-Mana	10	P/PC	26	Gold	80	XC	80
* Spd Allowed – Jogging spd max – Combat may be performed at FULL spd*											Negate Win	3	
All at Level 1													
All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed													
Skill	Rise Lv3(Wait 1M after dying then Self Resurrect with Full HP, 3x/hour)												
Skill	“BRAINS!” Lv3(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 3 HP to assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es))												
Skill	Punch for Damage Lv3(Punch gloves, Hit Target, “Punch for Damage”, 1 HP, 1/3S)												
Skill	See The Hidden Lv3(“See the Hidden 9M”, Signal placing your Fist over your eyes,9x/hr)												
Skill	See The Invisible Lv3(“See the Invisible 9M”, Signal placing Open hand over your eyes, 9x/hr)												
Skill	Fearless Lv3(Can negate any variation of “Fear” 9x/hour)												
Skill	Inner Bells Lv3(Must be affected by 'Sleep' for 3S, “Inner Bells”, Cancels any remaining 'Sleep', 9x/hr)												
Skill	Patience Lv3(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 9M, may not move, 9x/hr)												
Skill	Create Zombie - Can make up to three other UnDead from Level 1-4 every hour. Can also make one Level 5 or 6 UnDead per hour as well. NPC cards must be given and understood.												
Nat	Bless Lv3(CT- 3S, PS- 1, 3 glow sticks/cast, “Bless 20M”, +1 HP on Target Areas, Shields get 'Proof to touch Magic', weapons act as 'Enchanted')												

- Nat** Communion Lv3(CT- 6S, PS- 2, Can take all or part of 3 Targets voluntarily offered Prayer Slots or 15 Mana to replenish your own Prayer Slots, OR Can give all or part of Characters voluntarily offered Prayer Slots or 15 Mana to replenish Target Players Prayer Slots, Starts with a 10S Chant and that 10S chant must be repeated by all between every taken or given Prayer Slot)
- Cleric** Heart Rip Lv3(CT- 9S, PS- 3, Punch gloves, Hit Target stomach with Medium Armour or less, "Heart Rip", Target receives 6 Body HP, 2X/cast within 1M)
- Cleric** Mystic Armour Lv3(CT- 6S, PS- 2, "Mystic Armour 9M", You or Target by touch receive +3/+3/+3 for 9M or lost normally)
- Cleric** Set On Life Drain Lv3(CT- 6S, SS- 2, 10' to Target, Point & eye contact, "Set On Life Drain", Target Receives 1 Body HP every 3S until helped or dead, Heal +3 Body with Targets death or you can give those +3 Body HP to Target Player by Touch within the 30S Spell Retention Time)
- Cleric** Stench of the Dead Lv3(CT- 6S, PS- 2, Throw rice, "Stench of the Dead 30S", Any Target hit performs no actions other than defending themselves and retching)
- Cleric** Cannibalism Lv3(CT- 6S, PS- 2, Must be injured, 30S removing heart from Dead, Eat heart, +3 HP to assign to Limb/Body of choice,)
- Cleric** Fear Lv3(CT- 9S, PS- 3, Throw rice and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)
- Nat** Shadow Meld Lv2(CT- 3S, PS- 1, Must be in shadows motionless & undetected for 10S, 'Hidden' for 6M, Can move in shadows while Hidden)